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associated with a second tile of the pair of overlapping adjacent, image tiles; and

wherein step e6) comprises the step of:

for each pair of overlapping adjacent image tile:

using the first location and the second location of the first lightmark to compute the perspective transform. 5

3. The method of claim 2, wherein step e6) includes the steps of:

computing a perspective transform of said first tile to obtain the first location of the first lightmark; 10

computing a perspective transform of said second tile to obtain the second location of the first lightmark; and

determining a difference between the first location and second location of said first lightmark. 15

4. The method of claim 2, wherein step e2) includes the steps of:

for each pair of overlapping, adjacent image tiles:

performing center-surround processing on said first tile to identify lightmarks; and 20

performing center-surround processing on said second tile to identify lightmarks.

5. An automatic system for capturing in computational form an undisturbed image content of an image comprising: 25

a) a surface upon which the image is provided;

b) at least one camera subsystem for capturing the image in a matrix of image tiles, each of the image tiles including at least a portion of the image, each of the image tiles having an overlapping area that overlaps an adjacent image tile; 30

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c) a projection subsystem for projecting a registration pattern upon the image, the registration pattern including a multiplicity of lightmarks, each of the overlapping areas including at least one of the lightmarks;

d) a processor combining the image tiles to create in computational form the undisturbed image content of the image corrected for perspective distortion by the step of:

1) for each pair of adjacent image tiles, identifying a first overlapping area of a first image tile of the pair of adjacent image tiles corresponding to a second overlapping area of a second image tile of the pair of adjacent image tiles;

2) identifying a first lightmark in the first overlapping area corresponding to a second lightmark in the second overlapping area;

3) finding a projection of the first lightmark at a first surface coordinate location in the first image tile;

4) finding a projection of the second lightmark at a second surface coordinate location in the second image tile;

5) correcting perspective distortion between the first surface coordinate location and the second surface coordinate location; and

generating corrected surface coordinates for the first lightmark and the second lightmark;

e) memory coupled to the processor, the memory storing instructions for the processor and storing in computational form the undisturbed image content of the image.

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